You... Are... A... TOY!

D&D 5th Edition Supplement

Choose or roll 1D6:

| Result | Toy | Abilities | Communication |
|--------|-----------------------|---|--|
| 1 | Baby | Clumsy (-2 DEX), don't know own strength (+2 STR) | Baby-talk, crying |
| 2 | Blocks | Indestructible (+2 CON), compliant (-2 WIS) | Clopping Morse code, stack into 3-letter words |
| 3 | Doll (Action Figure!) | Skinny arms (-2 STR), charismatic (+2 CHA) | Melodramatic speeches |
| 4 | Gizmo | Smart (+2 INT), prone to breaking (-2 CON) | Beeps/flashing lights or pedantic digitized voice |
| 5 | Heirloom | Seen it all (+2 WIS), going senile (-2 INT) | Cryptic wisdom, rambling reminiscing |
| 6 | Monster | Move fast (+2 DEX), scary (-2 CHA) | Growls, grunts, roars |

Advantages/disadvantages (choose one of each or roll 1D6 twice):

| Result | Advantage | Disadvantage | |
|--------|---|---|--|
| 1 | Favorite: Party leader | Forgotten: Must sit out of sight of other players | |
| 2 | Medic: Heal 1D6 HP/round | Broken: Missing a limb/accessory, obsessed with | |
| | | its recovery. Reroll if Blocks. | |
| 3 | Tough: +2 saving throws | Fragile: -2 saving throws | |
| 4 | Mint Condition: +1 on all rolls until 1 st | Just Unboxed: Don't know you're a toy | |
| | time you take damage | | |
| 5 | Yucky: Animals ignore you | Yummy: Animals go after you first | |
| 6 | "It" Toy: When you speak, all players | Valuable: Everyone wants to buy/steal you | |
| | must gaze adoringly at you | | |